

DOUBLE DRAGON™

The Shadow Falls



I TOLD YOU,
JIMMY...FIRST
READ THE
MANUAL!

THERE'S DOFF!
FORCE TO YOUR
WORDS, BRO!

**INSTRUCTION
BOOKLET**

 **TRADEWEST**
An Interactive
Entertainment Company

SUPER NINTENDO
ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED
CONSUMER INFORMATION AND
PRECAUTIONS BOOKLET CAREFULLY
BEFORE USING YOUR NINTENDO®
HARDWARE SYSTEM OR GAME PAK.**

BY THE
CODE OF THE
DRAGON...

...THIS IS RULE
NUMBER
ONE!



LICENSED BY

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SEAL OF QUALITY.

WITH THE DEFECTION OF JIMMY LEE, THE SHADOW MASTER MUST RECRUIT A NEW SECOND IN COMMAND...

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GOOD TO BE BACK ON THE LIGHT SIDE, BRO! LET'S CLEAN-UP THIS TOWN!

HOLD ON, JIMMY. THERE'S SOMETHING YOU NEED TO KNOW...



GETTING STARTED

1. Turn the power OFF on your Super NES.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the #1 Port on the Super NES.
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn the power switch ON.
5. When you see the "DOUBLE DRAGON V *The Shadow Falls*" logo screen, press START to begin the game and get to the Main Menu.





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SOUND/MUSIC PLAYER © 1992, 1993 CHIP LEVEL DESIGNS

IN THE
DRAGON
DOJO...

THERE ARE **FOUR FIGHT MODES**:
TOURNAMENT, VS BATTLE, QUEST,
BATTLE DEMO AND
TWO ADMINISTRATIVE MODES:
DOSSIERS & OPTIONS.

WHAT
ARE ALL
THESE
MODES
FOR?



OPTIONS

HERE ARE SEVERAL THINGS
TO MAKE GAME PLAY
COOLER!

OPTIONS

DIFFICULTY	PRO
TIME LIMIT	90
CONTINUES	3
MUSIC	ON
SOUND EFFECTS	ON
MUSIC TEST	5
SOUND TEST	5
AUDIO	STEREO
CUSTOMIZE CONTROLS	

SCROLL UP/DOWN
AND LEFT/RIGHT
WITH THE CONTROL PAD.



ALL CHANGES LEFT SHOWING
WHEN YOU EXIT THE SCREEN
BY PUSHING **START**
WILL BE ACTIVE.

NOW,
LET'S LOOK AT
THE **SPECIFICS...**

YEAH, I
GET IT!

PICK ONE OF FOUR LEVELS OF **DIFFICULTY**: NORMAL, HARD, PRO OR IF YOU'RE REALLY DENSE, PICK EASY.



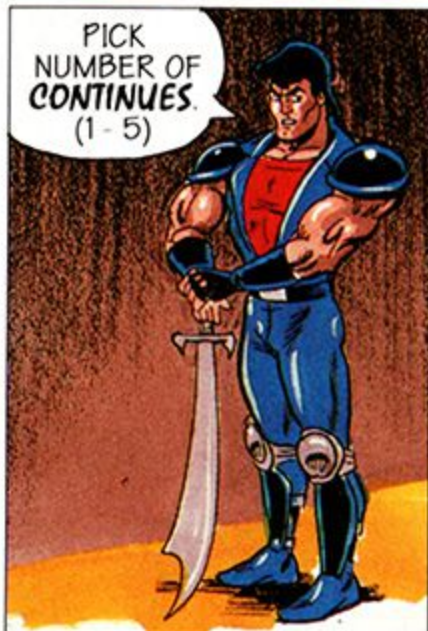
SEE, IT PAYS TO **READ** THE INSTRUCTIONS!



PICK ONE OF FOUR **TIME LIMITS**: INFINITY, 30, 60, OR 90 SEC.



PICK NUMBER OF **CONTINUES**. (1-5)



SELECT **MUSIC**, EITHER ON OR OFF



SELECT **SOUND EFFECTS**, ON OR OFF.



MUSIC TEST AND **SOUND TEST** ALLOW YOU TO HEAR ALL THE AUDIO IN THE GAME... **JUST FOR FUN!**



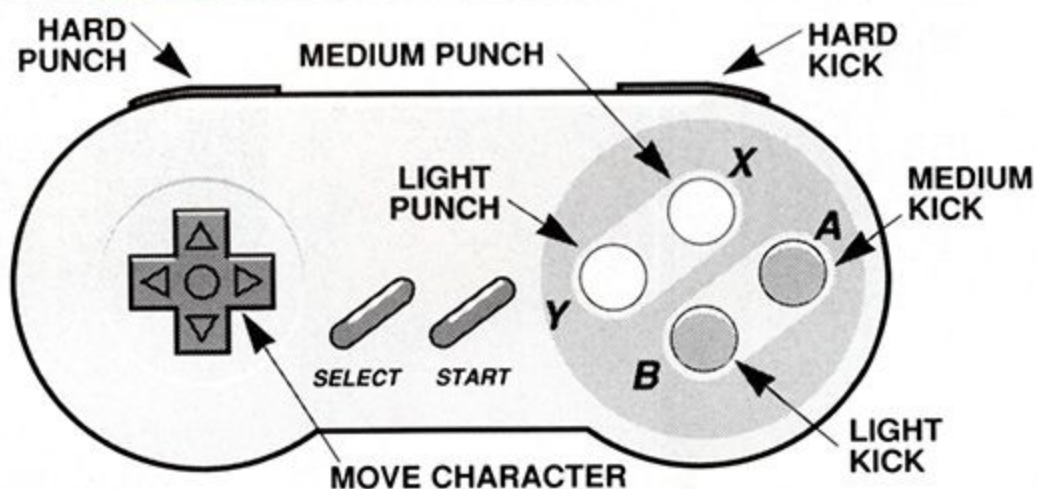
PICK **AUDIO** - EITHER **MONO** OR **STEREO**.



CHECK OUT **CUSTOMIZE CONTROLS** ON THE NEXT PAGE AND RETURN TO THE OPTIONS SCREEN WHEN DONE.



USING THE CONTROLLER



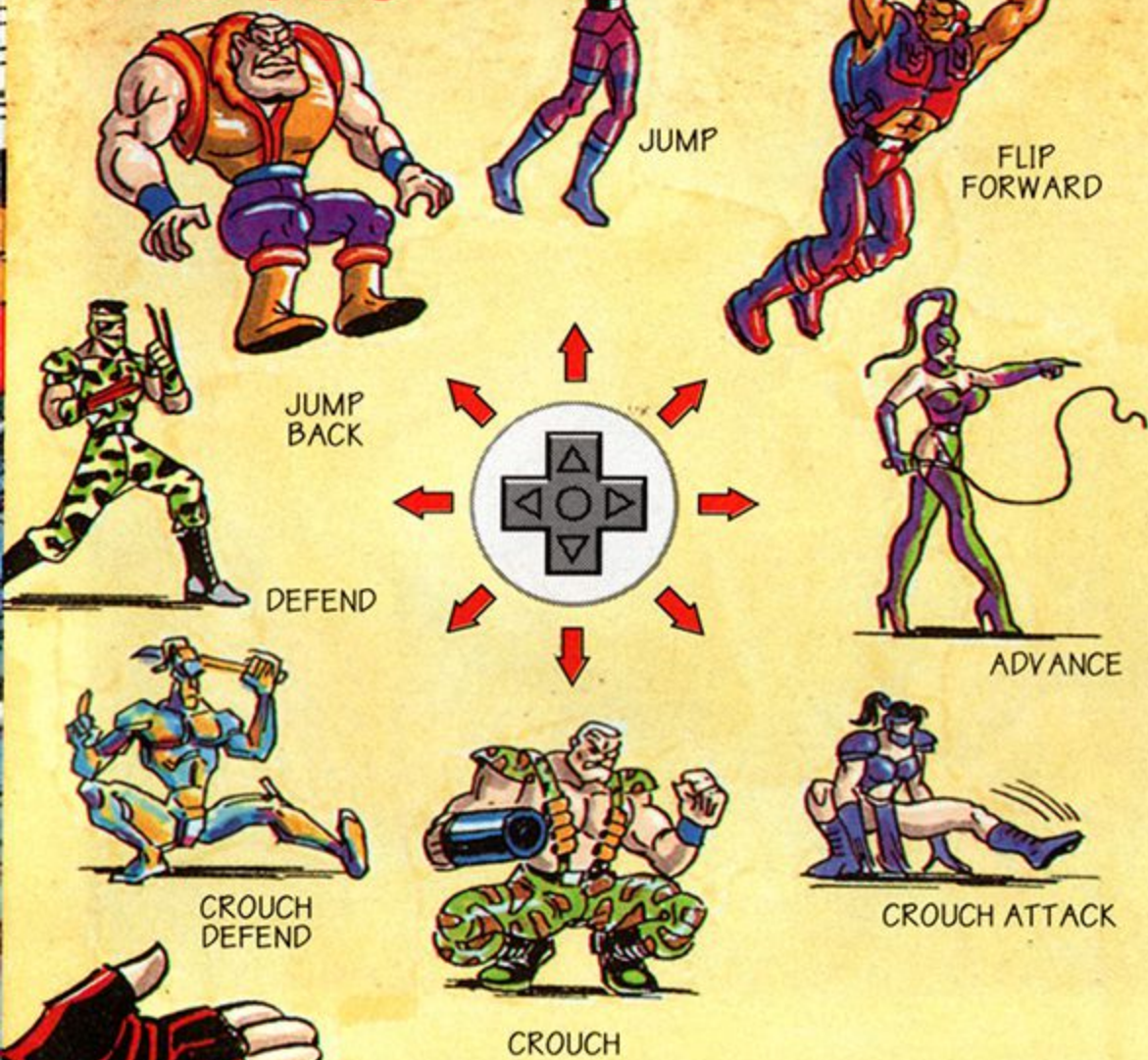




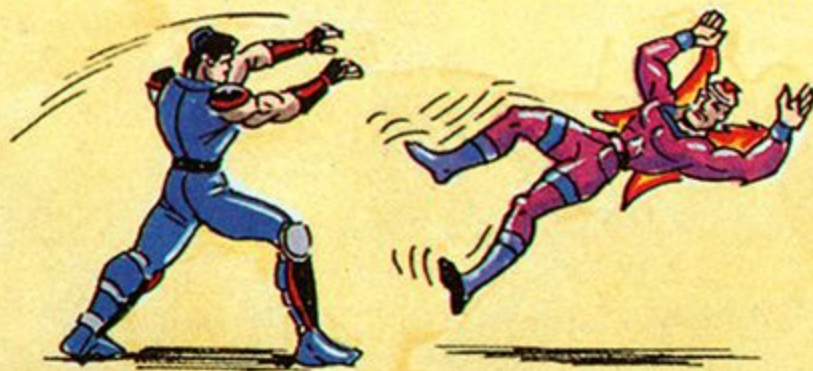
HERE ARE THE **BASIC**
FIGHT MOVES.

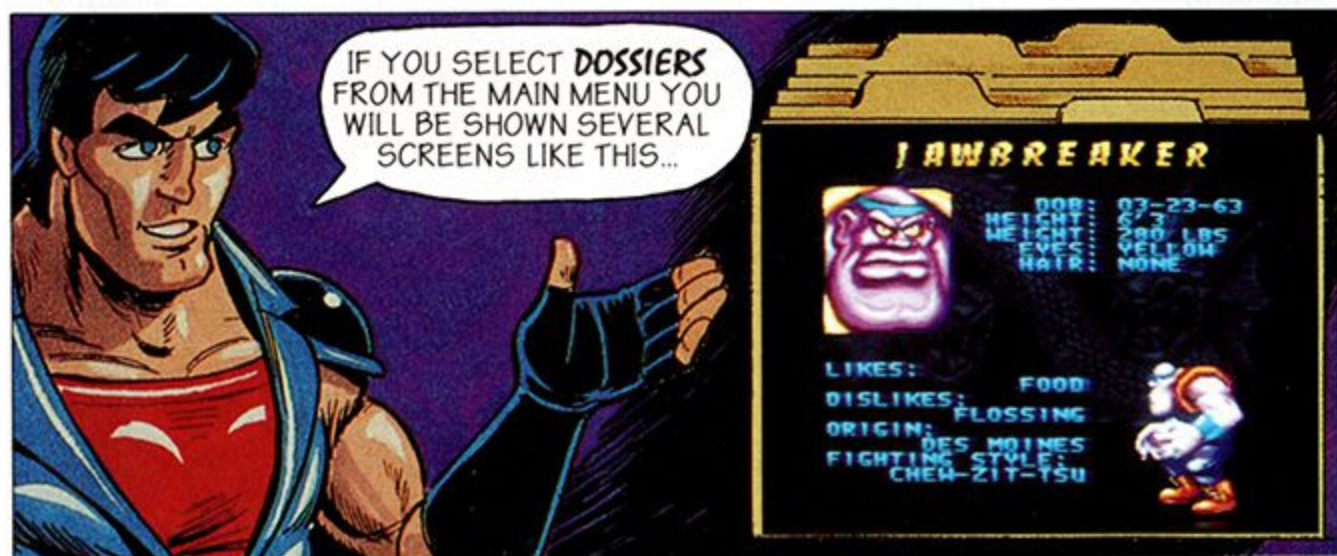
GREAT! LEMMEE
STUDY THIS A
MINUTE.

BASIC FIGHT MOVES



YOU CAN ALSO **GRAB & THROW**, IF YOU'RE CLOSE TO AN OPPONENT, BY ADVANCING AND PRESSING AN **ACTION** BUTTON!



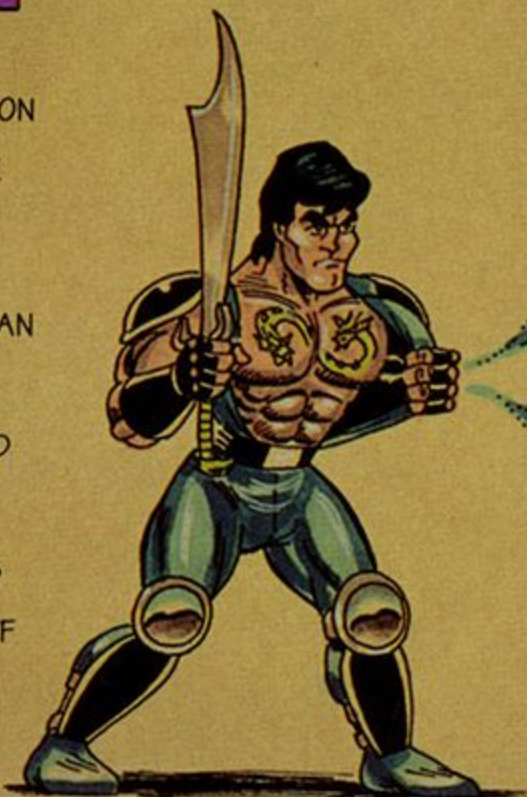




SCROLL LEFT/RIGHT WITH
THE CONTROL PAD TO
VIEW THIS INFO.

BILLY LEE

FIRSTBORN SON OF THE UNION BETWEEN THE VIRGINIA LEE FAMILY AND CHINESE LEE CLAN. BILLY PROFFESSES AN INTEREST IN NEW AGE STUDIES. HE CAN SING AND HE LIKES TO LINE DANCE. ESPECIALLY PROUD OF HIS EXTENSIVE COLLECTION OF COWBOY BOOTS.



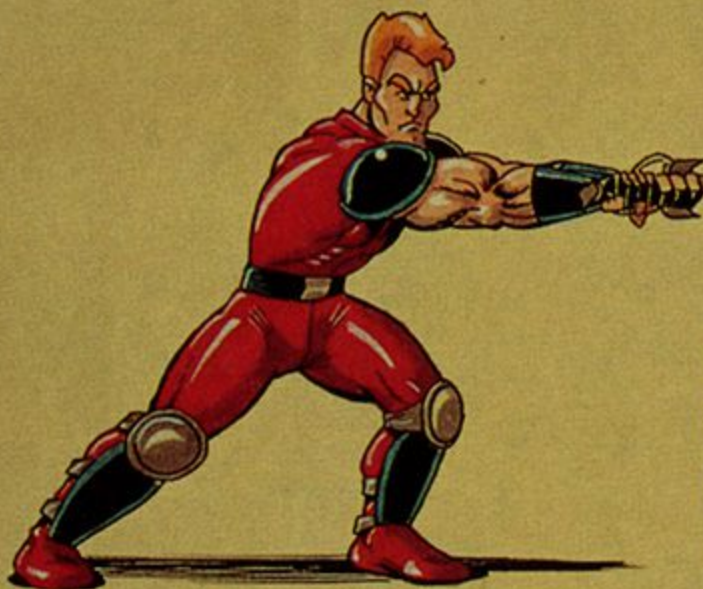
DOB: 10-23-69
HEIGHT: 6' 2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK



LIKES: MILK
DISLIKES: SHADOW MASTER
ORIGIN: METRO CITY
FIGHTING STYLE:
ART OF THE DRAGON

SPECIAL MOVE:
DRAGON SHOCK: B, F+P

JIMMY LEE



DOB: 10-23-69
HEIGHT: 6' 1"
WEIGHT: 205 LBS
EYES: BLUE
HAIR: BLONDE



TWIN BROTHER OF BILLY AND ANNOYING COUNTERPOINT TO BILLY'S GOOD QUALITIES. JIMMY HAS A RUN-A-WAY MOUTH THAT HAS BECOME ENCUMBERED WITH HIS FEET ON MORE THAN ONE OCCASION. SPENDS A LOT OF TIME IN FRONT OF THE MIRROR.

LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

SPECIAL MOVE:
DRAGON FIRE: B, F+P

BLADE



RECEIVED HIS FIRST PROSTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM HAVE LEFT BLADE CRUEL AND HEARTLESS. NOT GIVEN TO EMOTIONAL OUTBURSTS, HE IS CAPABLE OF INFLECTING GREAT PAIN WITHOUT CONSCIENCE HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

DOB: 9-07-69
HEIGHT: 6' 2"
WEIGHT: 240 LBS
EYES: GRAY
HAIR: BLACK

LIKES: GOURMET CUISINE
DISLIKES: FAST FOOD
ORIGIN: PARIS, FRANCE
FIGHTING STYLE: SLICE AND DICE

SPECIAL MOVE:
TORPEDO: B, F+P

BONES



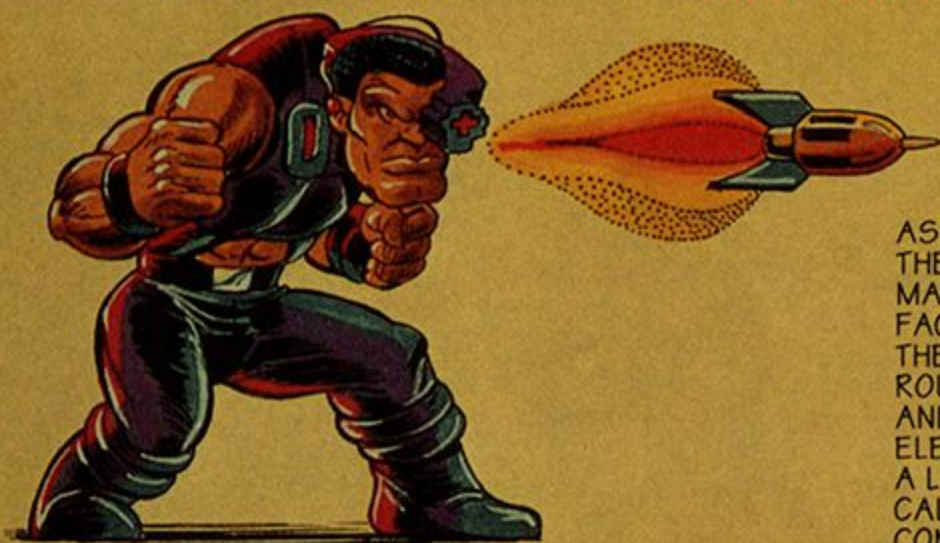
DOB: SAME AS DUST
HEIGHT: 5' 10"
WEIGHT: 72 LBS
EYES: RED
HAIR: DECOMPOSED

LIKES: MARROWLYN MONROE
DISLIKES: DOGS
ORIGIN: SIX FEET UNDER
FIGHTING STYLE:
STICKS AND STONES

SPECIAL MOVE:
GUN SHOT: F, DF, D+K

FORMERLY, A VALET TO KING SARGON II, BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CAN'T SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL".

COUNTDOWN



LIKES: NEW YEAR'S EVE
DISLIKES: DMV EYE TESTS
ORIGIN: NEW ORLEANS, LA
FIGHTING STYLE: DISSIN'

SPECIAL MOVE:
MISSILE SHOT: F, DF, D+K

DOB: CYBORG TYPE
0041 ALPHA
HEIGHT: 6' 1"
WEIGHT: 225 LBS
EYES: BROWN
HAIR: BLACK

ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW-PROFILE CALIFORNIA GAME COMPANY. NO MATTER, HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT". DURING HIS SPARE TIME, PLAYS ACCORDION WITH A ZYDECO BAND.

DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEATSUITS AND STUFF. NOT A RUFFLES AND LACE TYPE, SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN". NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS. AND DONT CALL HER "BABE".

LIKES: AEROBICS.
DISLIKES: FLAB.
ORIGIN: BRONX, NY
FIGHTING STYLE: DIRTY



DOB: NOT TELLING
HEIGHT: 5' 11"
WEIGHT: NO CONCERN
OF YOURS
EYES: BLUE
HAIR: BLACK

ICEPICK

DOB: 2-20-65
HEIGHT: 6'4"
WEIGHT: 245 LBS
EYES: YELLOW
HAIR: TRANSLUCENT

LIKES: ESKIMO PIES
DISLIKES: GREENHOUSE
EFFECT
ORIGIN: NOME, AK
FIGHTING STYLE: ICEKIDO



WITH AN AVERAGE BODY TEMPERATURE OF 30°, ICEPICK IS INDEED A COOL DUDE. HE HAS BEEN ACCUSED OF BEING COLD AND UNFEELING WHEN THE TRUTH IS THAT ICEPICK LONGS FOR A NORMAL RELATIONSHIP WITH THOSE OF HIS OWN KIND. PROBLEM IS, HE'S ONE OF A KIND. MAKES THE BEST HOMEMADE ICE CREAM IN THE SHADOW WORLD AND IS AN AVID SKIER.

SPECIAL MOVE:
ICEBALL: B, F+P

JAWBREAKER

DOB: 3-23-63
HEIGHT: 6'3"
WEIGHT: 280 LBS
EYES: YELLOW
HAIR: NONE

LIKES: ANYTHING EDIBLE
DISLIKES: FLOSSING
ORIGIN: DES MOINES, IA
FIGHTING STYLE:
CHEW-ZIT-TSU



BREAKER HAILS FROM THE MID-WEST, WHERE YEARS OF SURVIVING ON THE GREAT PLAINS ENABLED HIM TO EAT ANYTHING, BUT HE'S ESPECIALLY FOND OF TRAILER HITCHES AND BUNGEE CORDS. COULD DEFINITELY BE CALLED THE WORLD'S GREATEST CONSUMER.

SPECIAL MOVE:
FLYING HEADBUTT: F, F+P

SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES, WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.

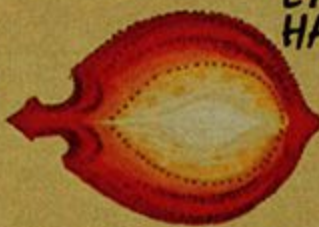


LIKES: TALK SHOWS
DISLIKES: INFOMERCIALS
ORIGIN: SILICON VALLEY, CA
FIGHTING STYLE: RE BOOT TSU

SPECIAL MOVE: **CLAW ROLL ATTACK: D, DB, B+P**

DOB: 5-21-70
HEIGHT: 5' 10"
WEIGHT: 115 LBS
EYES: GREEN
HAIR: BLACK

SHADOW MASTER



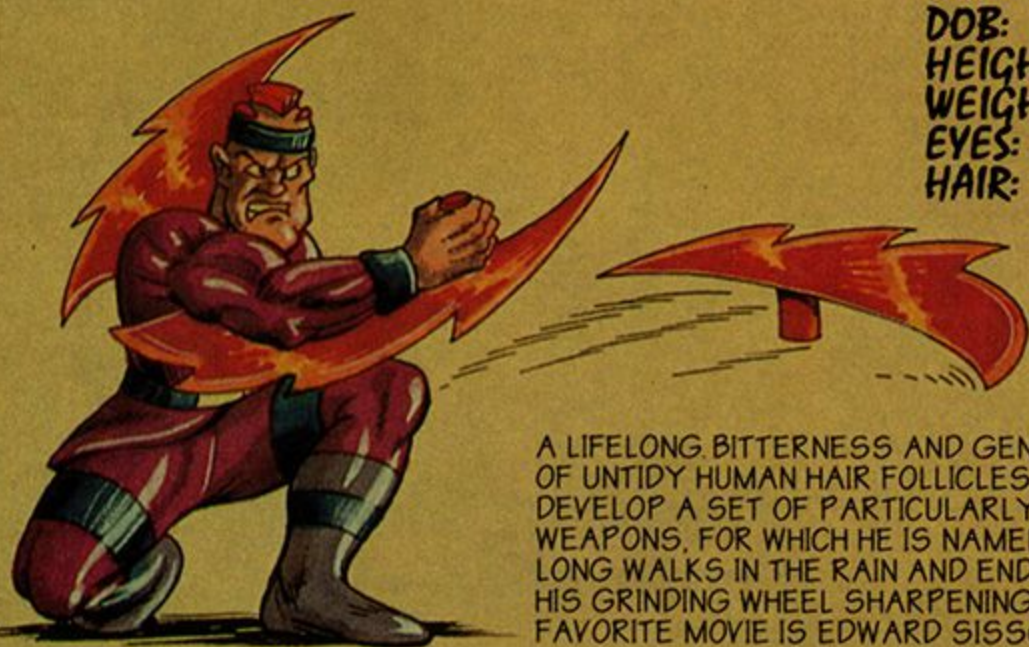
DOB: CENTURIES AGO
HEIGHT: 6' 5"
WEIGHT: 250 LBS
EYES: RED
HAIR: WHITE

LIKES: NIGHTLIFE
DISLIKES: DAYTIME TV
ORIGIN: NIGHTMARES
FIGHTING STYLE:
ART OF THE SHADOW

EVIL INCARNATE. CAN'T SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WREAKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS.

SICKLE

DOB: 7-23-64
HEIGHT: 6' 1"
WEIGHT: 215 LBS
EYES: BROWN
HAIR: RED



A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTIDY HUMAN HAIR FOLLICLES LED SICKIE TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD SISSORHANDS.

LIKES: STYLING MOUSSE
DISLIKES: DULL KNIVES
ORIGIN: HOLLYWOOD, CA
FIGHTING STYLE: SU GIIN

SPECIAL MOVE:
ENERGY BLADE: D, DF, F+P

TRIGGER HAPPY

DOB: 4-21-59
HEIGHT: 6' 2"
WEIGHT: 270 LBS
(WITH GUN)
EYES: BROWN
HAIR: SILVER



LARGE HULK FASCINATED WITH PYROTECHNICS AND PROJECTILES OF ALL KINDS. SURPRISINGLY FOND OF KNITTING AND DESIGNING HIS OWN VERSIONS OF KEVLAR ARMORED FABRIC. HIS PRIZED POSSESSION IS A GOLD-PLATED NAIL GUN AWARDED HIM BY THE METRO CITY CARPENTER'S UNION.
LIKES: CREW CUTS
DISLIKES: BALLET
ORIGIN: BARSTOW, CA
FIGHTING STYLE: LOCK AND LOAD

SPECIAL MOVE:
ROCKET UPPERCUT: F, DF, D+P



PUSH **START** TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES, THAT SENDS YOU TO THE CHARACTER SELECTION SCREEN.

CHARACTER SELECTION

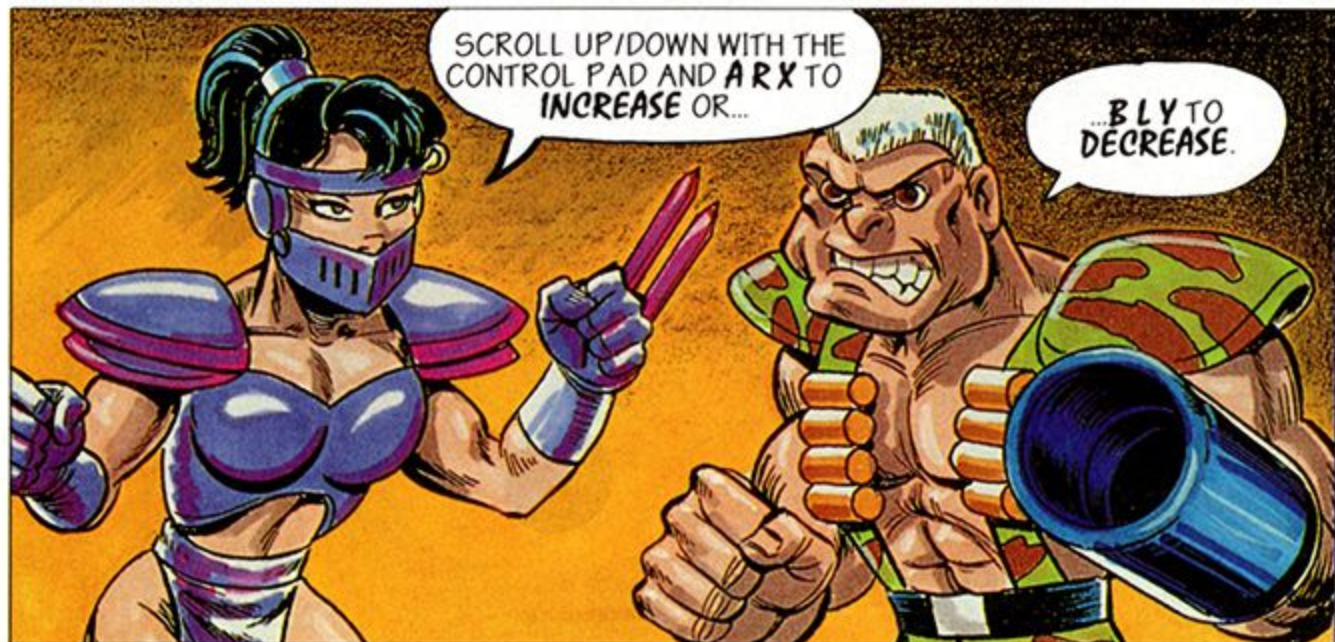


EACH CHARACTER HAS **9 TOTAL** POINTS OF **ATTRIBUTES** THAT CAN BE DISTRIBUTED TO YOUR LIKING.



SCROLL UP/DOWN WITH THE CONTROL PAD AND **A** OR **X** TO INCREASE OR...

...**B** OR **Y** TO DECREASE.



NOTE: WHEN SPECIAL ATTRIBUTE REACHES ZERO, IT WILL SAY "OFF". NORMAL SETTING IS 3.

EXITING THE ATTRIBUTES SCREEN WHEN IN VS BATTLE OR BATTLE DEMO MODE WILL SEND YOU TO THE **LOCATIONS** SCREEN.



BACK AT THE
DRAGON DOJO

BATTLE LOCATIONS

C'MERE, JIMMY,
I WANT TO SHOW
YOU SOMETHING.

THERE ARE **12** FIGHT ARENAS IN METRO CITY. SCROLL WITH THE CONTROL PAD TO THE LOCATION OF YOUR CHOICE AND SELECT WITH **ANY BUTTON**.



(THE LOCATION IS SELECTED BY THE FIRST PLAYER TO PUSH THE **START** BUTTON.)

YOU MEAN I CAN FIGHT
ANYWHERE I LIKE?

ONLY IN **VS BATTLE** OR
DEMO MODES.



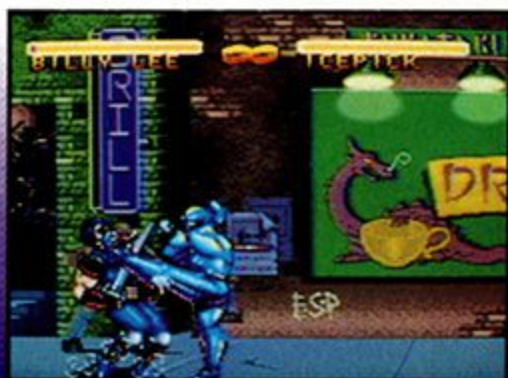
NOTE: IN **TOURNAMENT** MODE
THE COMPUTER RANDOMLY
SELECTS LOCATION AND
ADVERSARY.

IN **QUEST** MODE THE COMPUTER
SELECTS LOCATION AND
ADVERSARY DEPENDING ON WHICH
CHARACTER YOU HAVE SELECTED
FOR YOURSELF. GOT IT?





DRAGON DOJO INTERIOR



DRAGON DOJO EXTERIOR



CHEMICAL FACTORY



DUSTY'S GARAGE



METRO CITY HOTEL



SHADOW DUNGEON





CODY'S NUTRON GRILL



METRO CITY SEWER SYSTEM



FUSION PLANT EXTERIOR



FUSION PLANT INTERIOR



SHADOW DOJO EXTERIOR



SHADOW DOJO INTERIOR

FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS.



TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT.



THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).



IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL TWIN) YOU WILL VIEW THE HIGH SCORE SCREEN.

FIGHT MODES

I BET THE OTHER ONE-PLAYER MODE IS QUEST.



YOU GOT IT! SELECTING **QUEST** ALLOWS ONE PLAYER TO FIGHT AS EITHER ONE OF US (BILLY OR JIMMY), OR AS ONE OF EIGHT VILLAINS IN ONE OF TWO STORYLINE SERIES OF FIGHTS!



YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION BASED ON THE STORY.

THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUNDS GO TO THE COMPUTER ADVERSARY).



YEAH, I KNOW...IF YOU WIN YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.



RIGHT! WHEN YOU'VE BEATEN ALL 12 OPPONENTS, YOU WILL VIEW THE HIGH SCORE SCREEN.

AWW, MAN, THIS IS TOO **EASY!**

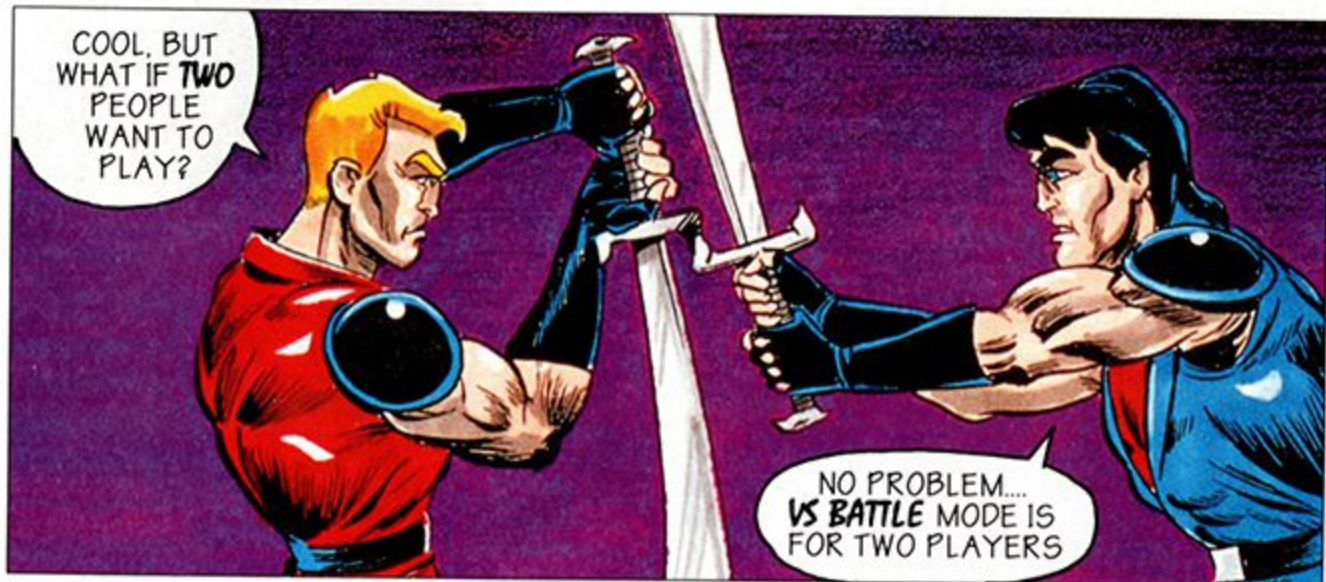
SURE, YOU SAY THAT NOW...



HIGH SCORES	
DAV	67800
MWA	52300
MYK	41200
KER	37900
ROB	25900

FIGHT MODES

COOL, BUT
WHAT IF **TWO**
PEOPLE
WANT TO
PLAY?

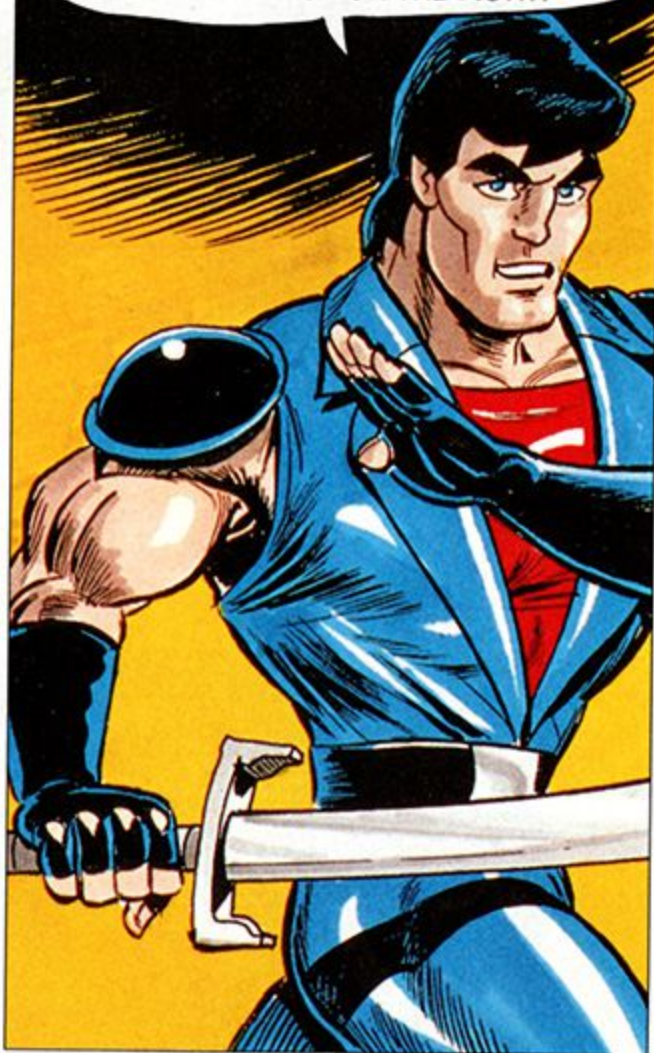


NO PROBLEM...
VS BATTLE MODE IS
FOR TWO PLAYERS

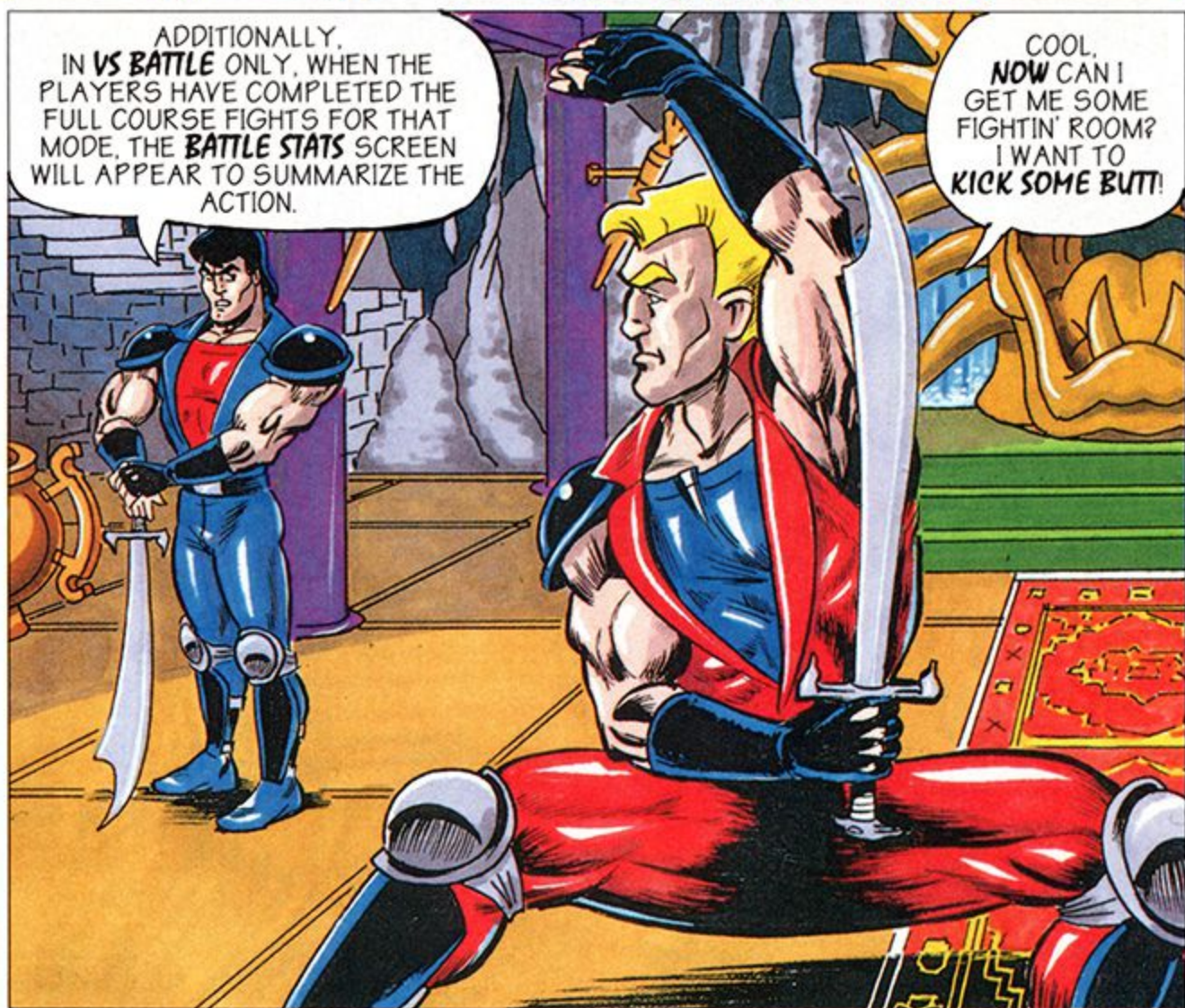
IF YOU SELECT TOURNAMENT OR QUEST
AND A SECOND PLAYER WANTS TO **JOIN**
IN, THE PLAY BECOMES **VS BATTLE** MODE.



IN **VS BATTLE**, THE PLAYERS PICK THEIR
CHARACTERS (THEY CAN BOTH PICK THE
SAME CHARACTER IF THEY WANT), PICK
THEIR ATTRIBUTES, AND PICK ONE OF THE
12 LOCATIONS FOR THE FIGHT.









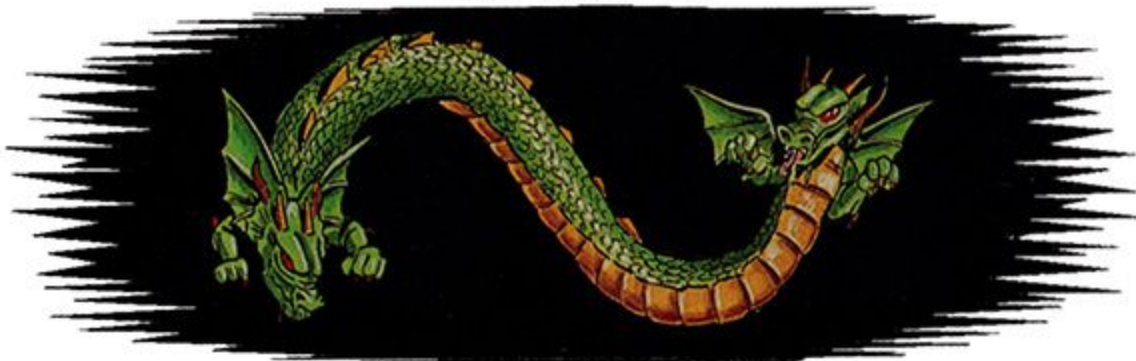
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